

ANIMATION PRINCIPLES

DMT 2550 3d Character Development

THE 12 PRINCIPLES OF ANIMATION

- ◉ Squash & Stretch
- ◉ Anticipation
- ◉ Staging
- ◉ Straight Ahead & Pose to Pose
- ◉ Overlapping Action & Follow Through
- ◉ Slow in & Slow Out
- ◉ Arcs
- ◉ Secondary Actions
- ◉ Timing
- ◉ Exaggeration
- ◉ Solid Drawing
- ◉ Appeal

SQUASH & STRETCH

- One of the most important of principles
- Characters should be flexible and lifelike
- A character's volume doesn't change
- Squash/Stretch work with Anticipation
 - The squashing of the character (bending of knees) before a jump
 - The elongation of the jump
 - The squash of the landing
- A sense of strain or fear

ANTICIPATION

- ⦿ **Preparing for an action**

- Character
- Audience

- ⦿ **Examples**

- Bending of the knees before a jump
- Pulling back of a fist before a punch
- Deep breath before an action

- The audience can easily track an animation if they anticipate it.
- Audience knows where the motion will occur.

STAGING

- ⦿ An artistic talent of framing the shot
- ⦿ What is the best way to capture the action
- ⦿ Thumbnails and storyboard
- ⦿ Communicate through the life of the shot
- ⦿ Where are the audience members looking